In the claims:

Please add the following new claims:

--128. A system for conducting a tournament, comprising:

a memory;

a communication port; and

a processor connected to said memory and said communication port, said processor being operative to:

receive information, the information (i) being received from a player through a player output device, and (ii) influencing play of a game; and

store player information in a database, the player information generated as the player participates in a tournament, the stored player information being available for use in a subsequent tournament. --

--129. A computer readable medium for use in a tournament system, the computer readable medium storing a computer program comprising:

computer readable means for obtaining information, the information (i) being received from a player through a player output device, and (ii) influencing play of a game; and

computer readable means for saving player information in a database, the player information generated as the player participates in a tournament, the stored player information being available for use in a subsequent tournament.--

--130. An article of manufacture, comprising:

a computer usable medium having a computer readable program means embodied therein for operating an information system, the computer readable program means in said article of manufacture operable to:

receive information, the information (i) being received from a player through a player output device, and (ii) influencing play of a game; and

store player information in a database, the player information generated as the player participates in a tournament, the stored player information being available for use in a subsequent tournament. --

--131. An apparatus for conducting a tournament, comprising:

means for obtaining information, the information (i) being received from a player through a player output device, and (ii) influencing play of a game; and

means for saving player information in a database player, the information generated as the player participates in a tournament, the stored player information being available for use in a subsequent tournament.--

--132. A system for conducting a tournament, comprising:

a memory;

a communication port; and

a processor connected to said memory and said communication port, said processor being operative to:

receive information, the information influencing play of a game in a tournament played by a player, wherein the game relates

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to at least one of (i) a recently concluded event and (ii) an on-going event; and

 storing player information in a database, the player information generated as the player participates in the tournament, the stored player information being available for use in a subsequent tournament.--

29

--133. A computer readable medium for use in a tournament system, the computer readable medium storing a computer program comprising:

 computer readable means for obtaining information, the information influencing play of a game in a tournament played by a player, wherein the game relates to at least one of (i) a recently concluded event and (ii) an on-going event; and

 computer readable means for saving player information in a database, the player information generated as·the player participates in the tournament, the stored player information being available for use in a subsequent tournament.--

30

--134. An article of manufacture, comprising:

 a computer usable medium having a computer readable program means embodied therein for operating an information system, the computer readable program means in said article of manufacture operable to:

 receive information, the information influencing play of a game in a tournament played by a player, wherein the game relates to at least one of (i) a recently concluded event and (ii) an on-going event; and

 store player information in a database, the player information generated as the player participates in the tournament,

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the stored player information being available for use in a subsequent tournament.--

--~~135~~. **31** An apparatus for conducting a tournament, comprising:

means for obtaining information, the information influencing play of a game in the tournament played by a player, wherein the game relates to at least one of (i) a recently concluded event and (ii) an on-going event; and

means for saving player information in a database, the player information generated as the player participates in the tournament, the stored player information being available for use in a subsequent tournament.--

--~~136~~. **32** A system for conducting a tournament, comprising:

a memory;

a communication port; and

a processor connected to said memory and said communication port, said processor being operative to:

allow a player to participate in a tournament, wherein a total number of players in the tournament is limited to a predetermined number; and

receive information influencing play of a game in the tournament played by the player.--

--~~137~~. **33** A computer readable medium for use in a tournament system, the computer readable medium storing a computer program comprising:

computer readable means for enabling a player to participate in a tournament, wherein a total number of players in the tournament is limited to a predetermined number; and

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computer readable means for obtaining information influencing play of a game in the tournament played by the player.--

F2

34

--138. An article of manufacture, comprising:

a computer usable medium having a computer readable program means embodied therein for operating an information system, the computer readable program means in said article of manufacture operable to:

allow a player to participate in a tournament, wherein a total number of players in the tournament is limited to a predetermined number; and

receive information influencing play of a game in the tournament played by the player.--

F3

35

--139. An apparatus for conducting a tournament, comprising:

means for enabling a player to participate in a tournament, wherein a total number of players in the tournament is limited to a predetermined number; and

means for obtaining information influencing play of a game in the tournament played by the player.

F4

36

--140. A system for conducting a tournament, comprising:

a memory;

a communication port; and

a processor connected to said memory and said communication port, said processor being operative to:

allow a player to participate in a tournament based on player information retrieved from a database, the player information being associated with a qualifying event; and

receive information, the information influencing play of a game in the tournament played by the player.--

F1

--141. A computer readable medium for use in a tournament system, the computer readable medium storing a computer program comprising:

computer readable means for enabling a player to participate in a tournament based on player information retrieved from a database, the player information being associated with a qualifying event; and

computer readable means for obtaining information, the information influencing play of a game in the tournament played by the player.--

F2

--142. An article of manufacture, comprising:

a computer usable medium having a computer readable program means embodied therein for operating an information system, the computer readable program means in said article of manufacture operable to:

allow a player to participate in a tournament based on player information retrieved from a database, the player information being associated with a qualifying event; and

receive information, the information influencing play of a game in the tournament played by the player.--

F3

--143. An apparatus for conducting a tournament, comprising:

means for enabling a player to participate in a tournament based on player information retrieved from a database, the player information being associated with a qualifying event; and

Ins. F's

F1
Ins. F2
cont.

Ins. F3

37

38

39

48

means for obtaining information, the information influencing play of a game in the tournament played by the player.--

F4

--144. A system for conducting a tournament, comprising:

a memory;

a communication port; and

a processor connected to said memory and said communication port, said processor being operative to:

provide a plurality of payment options to a player;

receive payment information from the player, said payment information relating to one of said plurality of payment options;

allow the player to provide an entry fee, using the payment information, in exchange for participating in a first tournament;

store the payment information; and

retrieve the payment information to arrange for the player to provide a second entry fee, using the payment information, in exchange for participating in a second tournament.--

--145. A computer readable medium for use in a tournament system, the computer readable medium storing a computer program comprising:

computer readable means for making available a plurality of payment options to a player;

computer readable means for obtaining payment information from the player, said payment information relating to one of said plurality of payment options;

computer readable means for enabling the player to provide an entry fee, using the payment information, in exchange for participating in a first tournament;

computer readable means for saving the payment information; and

computer readable means for obtaining the payment information to arrange for the player to provide a second entry fee, using the payment information, in exchange for participating in a second tournament.--

--146. An article of manufacture, comprising:

a computer usable medium having a computer readable program means embodied therein for operating an information system, the computer readable program means in said article of manufacture operable to:

provide a plurality of payment options to a player;

receive payment information from the player, said payment information relating to one of said plurality of payment options;

allow the player to provide an entry fee, using the payment information, in exchange for participating in a first tournament;

store the payment information; and

retrieve the payment information to arrange for the player to provide a second entry fee, using the payment information, in exchange for participating in a second tournament.--

--147. An apparatus for conducting a tournament, comprising:

means for making available a plurality of payment options to a player;

means for obtaining payment information from the player, said payment information relating to one of said plurality of payment options;

means for enabling the player to provide an entry fee, using the payment information, in exchange for participating in a first tournament;

means for saving the payment information; and

means for obtaining the payment information to arrange for the player to provide a second entry fee, using the payment information, in exchange for participating in a second tournament.--

--148. A system for conducting a tournament, comprising:

a memory;

a communication port; and

a processor connected to said memory and said communication port, said processor being operative to:

store in a database player information generated as a player participates in a tournament; and

adjust the difficulty level of the tournament, based on the stored player information.--

--149. A computer readable medium for use in a tournament system, the computer readable medium storing a computer program comprising:

computer readable means for saving in a database player information generated as a player participates in a tournament; and

computer readable means for changing the difficulty level of the tournament, based on the stored player information.--

--150. An article of manufacture, comprising:

a computer usable medium having a computer readable program means embodied therein for operating an information

system, the computer readable program means in said article of manufacture operable to:

store in a database player information generated as a player participates in a tournament; and

adjust the difficulty level of the tournament, based on the stored player information.--

--151. An apparatus for conducting a tournament, comprising:

means for saving in a database player information generated as a player participates in a tournament; and

means for changing the difficulty level of the tournament, based on the stored player information.--

--152. A system for conducting a tournament, comprising:

a memory;

a communication port; and

a processor connected to said memory and said communication port, said processor being operative to:

reserve a predetermined number of positions for a selected group of players until the starting time of the tournament is a preset time away; and

make reserved positions available to players not in the selected group when the starting time of the tournament is a preset time away.--

--153. A computer readable medium for use in a tournament system, the computer readable medium storing a computer program comprising:

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computer readable means for saving a predetermined number of positions for a selected group of players until the starting time of the tournament is a preset time away; and

computer readable means for providing saved positions available to players not in the selected group when the starting time of the tournament is a preset time away.--

--154. An article of manufacture, comprising:

a computer usable medium having a computer readable program means embodied therein for operating an information system, the computer readable program means in said article of manufacture operable to:

reserve a predetermined number of positions for a selected group of players until the starting time of the tournament is a preset time away; and

make reserved positions available to players not in the selected group when the starting time of the tournament is a preset time away.--

--155. An apparatus for conducting a tournament, comprising:

means for saving a predetermined number of positions for a selected group of players until the starting time of the tournament is a preset time away; and

means for providing saved positions available to players not in the selected group when the starting time of the tournament is a preset time away.--